

3D-Title STUDIO

Operating Instructions

English



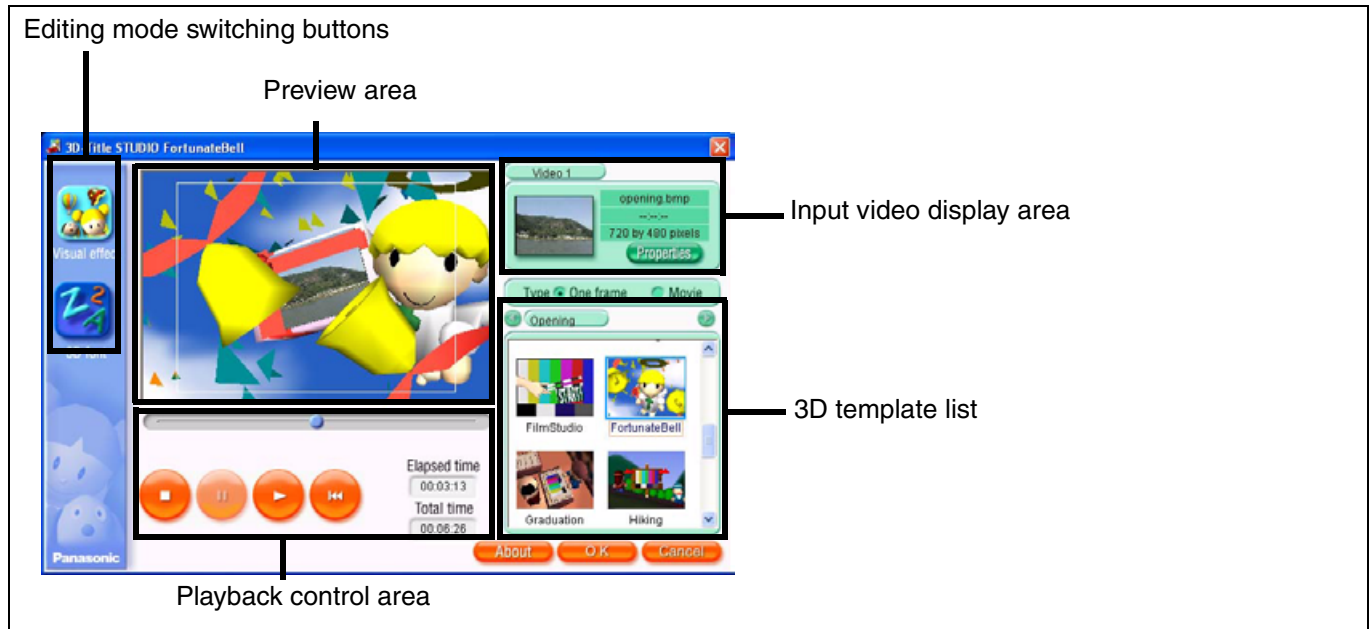
Table of Contents

Introduction	2
Overview of program screens	2
Adding 3D animation	3
Setting 3D animation	3
Adding 3D fonts.....	6
Completing editing.....	11
Troubleshooting	12

For information on the basic operations of your PC and Microsoft Windows®, see the manuals included with your PC.

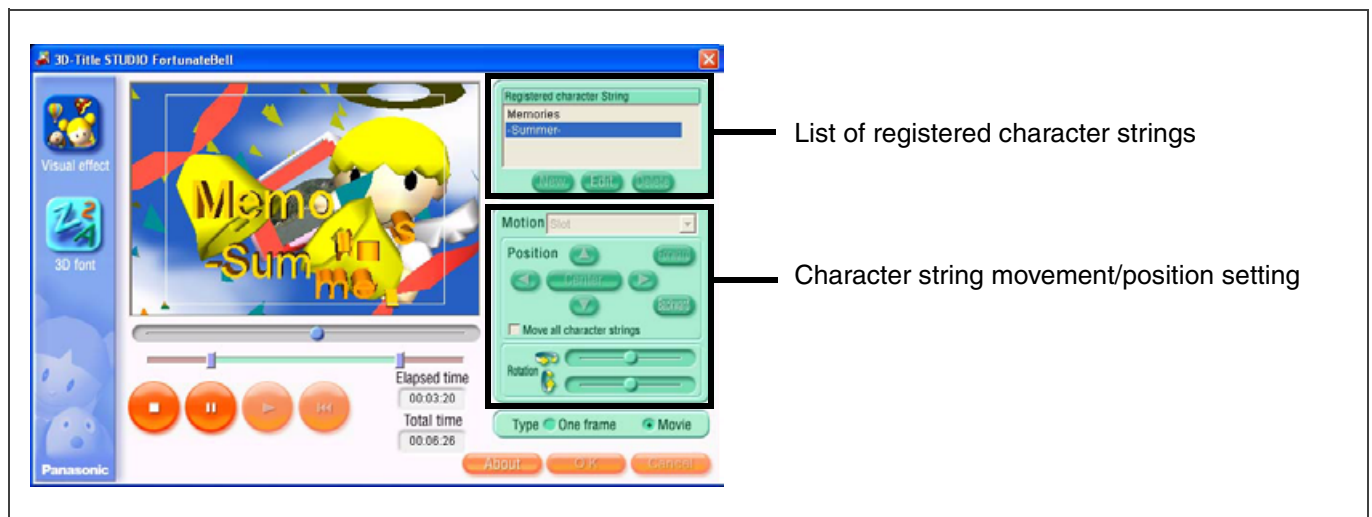
Overview of program screens

“Visual effects” mode screen



➔ In the “visual effects” mode, 3D animation (3-dimensional moving images generated by computer graphics) can be attached to the start of a movie.

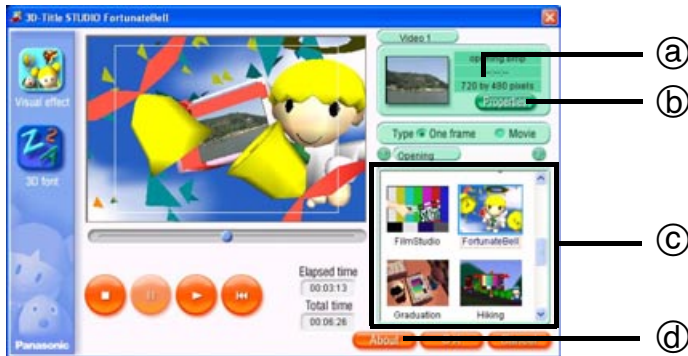
“3D Font” mode screen



➔ In the “3D font” mode, a 3D font (3-dimensional characters) can be attached. These characters can also be made to move. (If started from DVD-MovieAlbum, the title of the movie is mapped using a 3D font.)

Setting 3D animation

1 Select a 3D template.



(a) Image size (horizontal by vertical) is displayed.

(b) Properties

View information about the entered image (☞ page 5).

(c) 3D templates

Selectable 3D animations (templates) are displayed by category.

There are three categories:

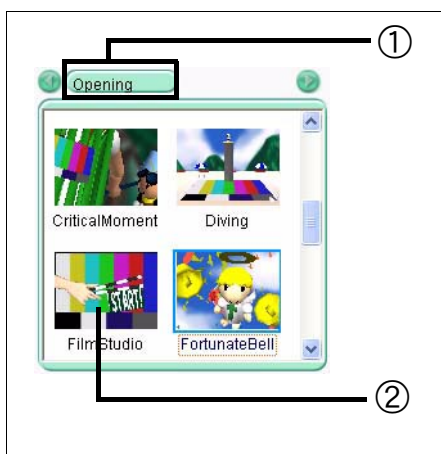
- For title (can be used at the start of the video)
- For transition (can be used at the transition between the video)
- For ending (can be used at the end of the video)

However, this program enables the 3D animation to be attached to the start of the movie only. Even if a 3D animation for a transition or ending is selected, it will be used for the title and so is not suitable for this purpose.

➡ No 3D animations for transitions or endings are provided in the initial status. For this reason, these categories cannot be selected, either.

(d) About

View 3D-Title STUDIO information (☞ page 5).



① Click [Opening].

② Double-click the 3D template you want to select.

A border will appear around it.

➡ You can also select a 3D template by dragging and dropping it to the preview area.

- ② After completing the settings, check the 3D animation.



Click .
The 3D animation plays.

■ About “Type”



Type  One frame 

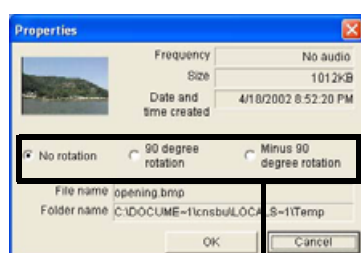
“One frame” is the only mapping type option available:
“Movie” cannot be selected.

➡ Frames are the individual images that make up a moving image.

- One frame:
When this option is selected, the same frame is always mapped to the mapping area in the 3D animation. If the input video is moving image, then the video used in mapping is the first still image of the moving images if the title category is selected, or the last still image of the moving image if the ending category is selected.
- Movie:
In this program, “Movie” cannot be selected since the still image at the start of the video is used as the image that is mapped.



- Click **Properties** to display the input image information.

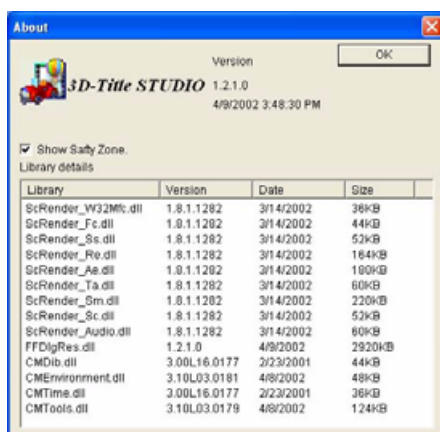


Frequency: Audio frequency ("no audio" in the case of a still image)
 Size: Image file size
 Date and time created: Date the image file was created
 File name: Image file name
 Folder name: Storage location of image file
 OK: Closes the property screen.

The input image can be rotated.

- ➔ Rotation can be used to horizontally rotate an image, which has been recorded vertically with a digital camera or other device, -90° (left rotation) or 90° (right rotation).
- Blank spaces resulting from rotation are automatically adjusted.

- Click **About** to display the program information.



Version: 3D-Title STUDIO version information
 Library details: Version information for individual libraries
 Show Safety Zone: When a check mark is placed here, the guidelines for positioning the title (3D font) are displayed. Positioning the title, etc. within the guidelines prevents the title from extending beyond the screen.
 OK: Closes the About screen.

Adding 3D fonts

6

3D-Title STUDIO lets you add 3D fonts.

➔ 3D fonts are three-dimensional fonts. 3D-Title STUDIO lets you add motion to them.

When the “3D font” mode has not been selected,



➔ The color changes to light blue when you click [3D fonts].

To return to the “Visual effects” mode screen, click  .
[Visual effects] changes to light blue.



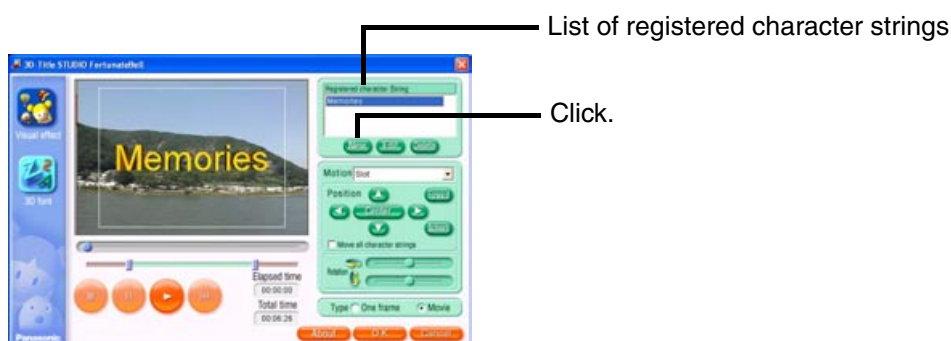
The screen changes to the “3D fonts” mode screen.

The title of the video (program) is displayed by the 3D font.

- To change a previously registered character string, select the string from the list of registered character strings, then click **Edit** and go to next page.
- You can click **Delete** to delete a selected character string.
- Follow the steps below to add a new character string.

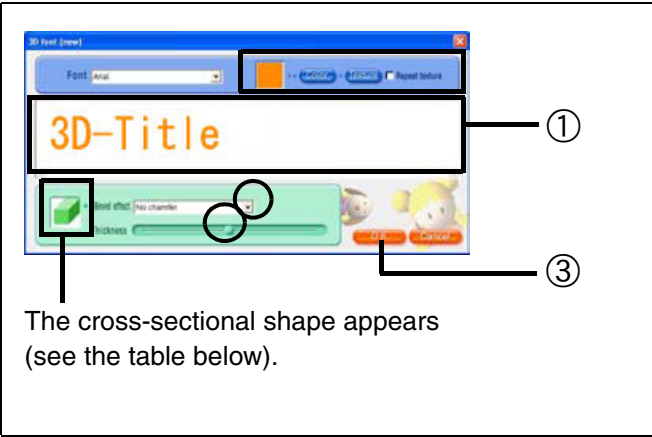


The 3D fonts (new) screen appears.



➔ Up to eight character strings can be registered.

3 Enter and set the text characters.

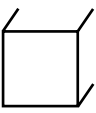
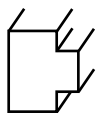
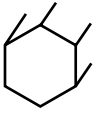
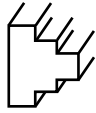
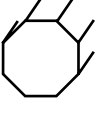
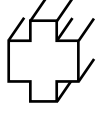


- ① Enter the text characters.
 - ➡ Sixteen characters can be entered.
 - Characters cannot be entered on multiple lines.
- ② Apply various settings.
- ③ Click [OK].

The cross-sectional shape appears (see the table below).

You can change “Font”, “Color”, “Texture”, “Bevel effect”, and “Thickness”.

- Font: The font for the text characters can be selected.
- Thickness: Move the bar to the right to increase the thickness.
- Bevel effect: This is the cross-sectional shape of the 3D font.

Shape name	Cross-sectional shape	Shape name	Cross-sectional shape
No chamfer	 Square	2-layer mold	 T shape
2-layer chamfer	 Hexagon	3-layer mold 1	 Three level block shape
3-layer chamfer	 Octagon	3-layer mold 2	 Cross shape

NOTE:
The following font types have been checked:
Verdana
Impact
ComicSansMS
ArialBlack
TimesNewRoman
CourierNew
Arial
Tahoma
LucidaCosole

You can select colors and texture bitmaps for the characters.

● Color selection



The selected color or texture is displayed here.

- Click.
The color selection screen is displayed.
 - ➡ Texture is an image that is applied to improve the texture of an object's surface.
 - Textures such as wood grain and metal can be applied.



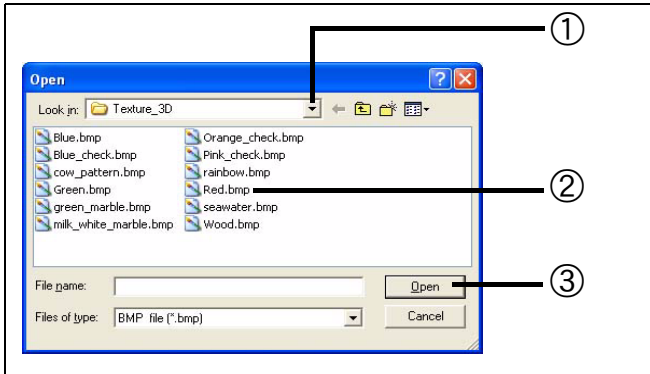
- **Texture selection**



Fill in the check box to use the texture repeatedly. This provides a more detailed pattern.

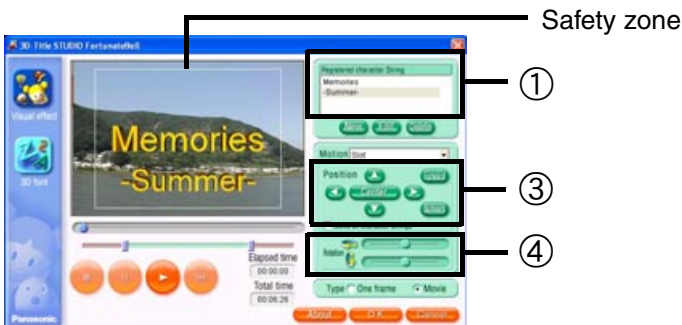
Click.

The file selection screen is displayed.



- ① Click  next to “Look in” and open the folder where the image is saved.
 - ➡ Only still image files (BMP, PNG, JPEG) ranging in size from 2×2 pixels to 2048×2048 pixels can be used as texture image files.
- ② Click the file.
- ③ Click [Open].

4 Set the position of the character string (3D font).

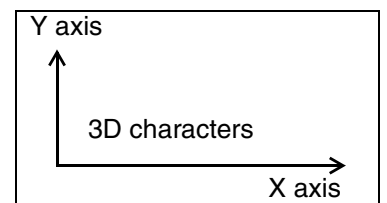


- ① Select a character string shown in the list.
- ② Play the animation and check the position of the character string.
 - ➡ You can check “Move all character strings” to move all registered character strings together. If this checkbox is cleared, only the selected character string will move.
- ③ Use the “Position” button to adjust the character string position.
 - Centering: Returns to a position determined by the movement.
 - : Move left, up, down, and right.
 - Forward: Moves to the front (gets bigger).
 - Backward: Moves to the rear (gets smaller).
 - Character strings can also be moved by dragging. When you click a character string while holding down the [Ctrl] key, the character string will move to the front or rear as you move the mouse up and down.

NOTE

If any of the characters extend beyond the safety zone, they may not be displayed in their entirety when they are shown on a TV screen. If characters have extended beyond the safety zone, use the “Backward” button to move the characters to the rear (reduce their size), for instance, so that they will be contained inside the safety zone.

- ④ Use “Rotate” to adjust the angle of the character string.
-  : Move the bar to the right to rotate toward the front about the Y axis.
Move the bar to the left to rotate toward the rear about the Y axis.
-  : Move the bar to the right to tilt toward the rear about the X axis.
Move the bar to the left to tilt toward the front about the X axis.



⑤ Set text character movement.



① Motion

Refer to the table below in selecting text character movement.

➔ There are 28 basic types, which can provide 42 types through combinations of frame-in and frame-out.

② Type

- One frame (the 3D font is displayed with the background 3D animation fixed at one frame)
- Movie (the 3D font is displayed with 3D animation as background)

“Motion” types: Movement can be checked by playing.

Type	Frame-in※	Frame-out※	Always displayed
Slot			☐
Sprout 1			☐
Sprout 2			☐
Sprout 3			☐
Scale dance			☐
Bound 1			☐
Bound 2			☐
Approach 1	☐	☐	
Approach 2	☐	☐	
Approach 3	☐	☐	
Triple jump 1			☐
Triple jump 2			☐
Triple jump 3			☐
Appearance 1			☐
Appearance 2			☐
Appearance 3			☐
String 1	☐	☐	
String 2	☐	☐	
String 3	☐	☐	
String 4	☐	☐	
Spring	☐	☐	
Spiral 1	☐	☐	
Spiral 2	☐	☐	
Spiral 3	☐	☐	
Spiral 4	☐	☐	
Spiral 5	☐	☐	
Still			☐

※ Frame-in: The text characters gradually enter the field of view.

Frame-out: The text characters gradually leave the field of view.

Text characters that are not frame-in or frame-out are always visible.

⑥ Set the text character still time.

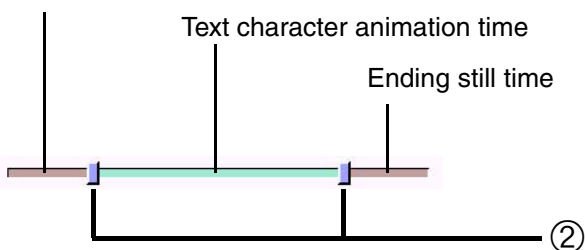
Text characters can be displayed as still images before and after movement.



Leading still time

Text character animation time

Ending still time



① Select a character string.

② Drag the slider to set the leading still time and the ending still time.

⑦ Check the text character movement.



Click .

The 3D animation plays.

Completing editing

Complete editing with the 3D-Title STUDIO.

The original video file will be overwritten by the title that has been edited by 3D-Title STUDIO.



① Click  .

Videos with 3D animation or 3D fonts are automatically created as AVI format files.

When an AVI file has been saved, the “Image capture screen” is displayed, and data writing onto the DVD-RAM disc is commenced.

Problem	What to check
The program does not start.	Has it already started? You cannot have two sessions of the program open at the same time.
Cannot enter settings to map moving images.	Since this program uses still images (the images at the start of movies), "One frame" is the only mapping type option available. It is not possible to attach the whole movie.
I don't know what category the displayed 3D template belongs to.	Click one of the buttons on either side of the category tab to switch categories. The dark green tab is the selected category. Click the tab and you will be able to view 3D templates in that category.
Cannot map moving images to 3D font textures.	Moving images cannot be mapped to 3D font textures. Only still images can be mapped to these textures.
No 3D fonts are visible.	• As soon as you create a new character string, try moving the slider bar. The text characters can be seen near the end during frame-in movements, and near the beginning during frame-out movements. • After the text characters have been moved, select a character string from the list and click the centering button. The text characters will be visible when you move the slider bar.
No 3D fonts are displayed during playback.	3D fonts are not displayed in "Visual effects" mode. Switch to "3D fonts" mode.
The slider for setting the 3D font text character still time won't move.	The slider cannot be moved if a preview is being played, if the 3D fonts have not been registered, etc.

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